

# COLLEGE STATION ATHLETICS

## Adult Kickball Rule Exceptions/Clarifications 2013

Rules not specified by the City of College Station shall be governed under the official rules adopted by the Texas Amateur Athletics Federation (T.A.A.F.).

### GENERAL RULES

1. There is a time limit of 50 minutes on each game. If the third out is made before time expires in the bottom of the inning then a new inning begins.
2. The “run-ahead rule” is as follows: (A) 20 runs ahead after 4 or (B) 15 runs ahead after 5 innings.
3. If a player demonstrates no regard for general safety towards the opposing team, the official reserves the right to disqualify the player from the game, and a legal substitute will be needed to fill their spot. Any disqualification or ejection that causes a team to have less than eight players will result in a forfeit.
4. Profanity, vulgarity, unsportsmanlike behavior or misconduct of any kind that is detrimental to the game of kickball and its purpose will not be tolerated. Athletic staff, City employees, League officials or umpires shall remove the offending parties from the park and the Police will be called if deemed necessary. A written report shall be filed with the Athletic staff within 48 hours of the incident. In cases where warranted, a hearing will be held.
5. **Any person disqualified or ejected for profanity, vulgarity, or unsportsmanlike behavior will receive a minimum one (1) game suspension to be served in their team’s next game. The player is also suspended from playing in any further games until their suspension has been fulfilled. The suspended person must meet with a College Station Parks and Recreation athletic staff member to be reinstated into the league.**
6. The consumption or possession of alcoholic beverages and/or illegal substances by participants or spectators may be cause for immediate removal from the park. If a player is caught consuming and/or possessing an open container of alcohol during a game (either inside or outside of the dugout), they will be disqualified from the game and the team must have a legal substitute. Any disqualification or ejection that causes a team to have less than eight players will result in a forfeit.
7. Jewelry cannot be worn during games. (Exception: Flat wedding bands and stud earrings). If jewelry must be worn, it has to be taped to the skin.
8. Steel spikes are not allowed in league play

### PLAYING FIELD

1. All games will be played at the Veteran’s Softball Complex. Central Park may be used if needed.
  - a. Base distance is 70’ - Pitching Rubber is 53’ - Double first base.
  - b. Strike Zone will be home plate to include 15” on both sides of the plate. The strike zone is completely up to the judgment of the official and may not be appealed.
  - c. Designated arch line on the infield in front of home plate designates foul territory.

## PRE-GAME

1. Teams must be ready at game time or when the officials call for the pre-game coaches meeting, otherwise a forfeit will be declared. If neither team has 8 players then the team with the most players will win by forfeit. If both teams have no players or the same amount of players, then a double forfeit will be declared. If this occurs during tournament play, a coin toss will determine the placement of teams in the bracket
2. **Line-Up Card:** A team consists of no less than eight (8) players and a maximum of no more than twenty (20) players.
  - a. For Co-ed league, a team can kick with a minimum of eight (8) kickers and a maximum of twenty (20) kickers as long as the kicking order adheres to the alternating sexes kicking rule, except; if a team is kicking with more than twelve (12) players and has an odd number of players. The first and last kickers must be of the same sex. Teams must finish the game with the number of kickers that they started with, otherwise an out will be recorded. This applies for any situation except players leaving a game due to injury.
  - b. For men's league, a team can kick with a minimum of eight players and a maximum of twelve players. Teams must finish the game with the number of kickers that they started with, otherwise an out will be recorded. This applies for any situation except players leaving a game due to injury.
  - c. **Substitutions:**
    - i. For Co-ed league, players can substitute in and out of the kicking order, as long as they remain in the same position in the kicking order, and a male player is substituted for a male player and a female player for a female player. There is no limit to how many substitutes a team can have as long as the maximum of twenty (20) is still being honored. Once you are in the kicking order you can only substitute in and out of the same position in the kicking order. Players caught moving positions in the kicking order will be declared out.
    - ii. For Men's league, a player may substitute out of the field or kicking order and may re-enter the field or kicking order as long as they keep their original position. This may only be done once. If a player substitutes out of the field or kicking order a second time they are ineligible for the rest of the game. Exception - a player that has substituted out a second time may re-enter the game for a disqualified, ejected, or injured player if the disqualification/ejection/injury causes the team to have less than eight eligible players remaining.

## DEFENSE

1. **In The Field:** For Co-Ed and Men's leagues, a team can only have a maximum of ten (10) players on the defensive field at anytime.
  - a. Co-ed
    - i. All teams can have a maximum of two female and two male players in the infield excluding the alternating male/female pitcher/catcher. At the start of each pitch all infield players must be behind the pitching rubber until the ball is kicked.
    - ii. The outfield can have a maximum of two females and two males in the outfield. At the start of each pitch all outfield players must be in the grass until the ball is kicked.

- b. If a player is in front of the pitching rubber before the ball is kicked and the kicker kicks the ball fair, an illegal defensive will be called and the ball becomes dead. The kicker and all runners will be awarded one base.

## 2. **Pitching & Catching:**

- a. For Co-ed league, the pitcher and catcher must be of alternating sexes.
- b. The pitcher will be allowed 5 warm up pitches to start the game (first inning).
- c. Three (3) warm-up pitches will be allowed if there is a change in pitchers.
- d. The pitcher must start with one foot on the pitching rubber for a legal pitch.
- e. Pitcher must deliver the ball with one hand, releasing the top of the ball below his/her waist toward home plate. A violation of this will be called an illegal pitch and the ball is still live to kick. If no kick is made then the pitch is called a ball.
- f. The pitcher must have one foot on the pitching rubber until the ball leaves their hand. A violation of this will be an illegal pitch and the ball is still live to kick. If no kick is made then the pitch is called a ball.
- g. A strike is called when a legal pitch crosses the plate or 15" on either side of the plate, at a height such that the top of the ball is not higher than the bottom of the kicker's knee.
- h. A ball is called when a pitched ball bounces over the strike zone at a height that the top of the ball is higher than the bottom of the kicker's knee and is not struck at by the kicker.
- i. A ball is called for each illegal pitch or when the ball does not cross a part of the strike zone.
- j. Catcher cannot touch a pitched ball until the ball passes the kicker and no attempt on kicking the ball was made, or after the ball has been kicked. If the catcher interferes with the kicker then obstruction will be called and the kicker is awarded a ball.

## 3. **Legal Tag Area:** The legal tag area will be from the shoulder and below. If the ball is thrown, it must be thrown at a height below the waistline of the intended runner.

- a. If a ball is thrown and hits the ground then strikes the runner the runner will be declared out.
- b. If a player is hit above the waist while running in an upright position they are awarded the base the player was running toward.
- c. If a player attempts to duck, jump, or slide, and the ball is thrown at a height below the waist then the player assumes the risk of being hit on any part of the body and could be judged out.

## **OFFENSE**

1. **Kicking:** Every kicker steps up to kick with a 0 ball & 0 strike counts.

- a. The kicker must allow the ball to pass the plate before he/she kicks the ball or will be called out.
- b. A kicked foul ball with two (2) strikes will result in strike three (3) and the player is out.
- c. Bunting by either gender is not allowed.
- d. **Definition of Bunting:** The ball must cross the designated arch line to be considered a fair ball. The distance between the designated arch line and home plate will be considered foul territory. The area will be considered foul territory and all of the rules apply as such. If the ball is touched in foul territory it will be a foul ball.
- e. For Co-ed league, if a male kicker is walked he automatically advances two bases. The next kicker, female, must kick if there are no outs or one out. When there are two outs, the next female kicker has the option to kick or walk.

2. **Running the Bases:** A player running towards first must use the orange bag.

- a. Leadoffs and stealing are not allowed.
- b. If a player attempting to advance towards a base while running in an upright position and is struck with the ball from a throw above the waist, they will be awarded the base.
- c. If a player intentionally interferes with the play of the ball or tries to catch the ball in any way, that runner will be declared out and any runner who the fielding team would have had a chance to get out will be out.

3. **Official Scorekeeper:** is the responsibility of the home team. If the score is in doubt the umpire will compare scorebooks and resolve any discrepancies.

## GENERAL INFORMATION

- 1. **Rosters:** Rosters are the basis for the legality of players. You must turn in a roster of players before your first game. You will not be given the score card until your roster is received by the Site Supervisor.
  - a. Players in City of College Station adult leagues must be at least 16 years of age at the time of participation.
  - b. Add/Drops to rosters will be accepted until the **Roster Freeze date provided by College Station Athletics.**
  - c. No roster shall exceed 20 players including a player/manager unless a special exception is made by the Athletic office.
- 2. **Protest:** Protests on starting players must be done in the first inning. Protest on substitutes must be done before their first complete inning of play. A protest cannot be made after the last out of the game. If there is a player eligibility protest during a game the following shall occur:
  - a. A valid picture ID will be requested by the umpire for identity.

- b. Once identity has been determined and protest filed, the game will continue. If the player is there and identity cannot be determined, then suspected player must sign back of game card and present ID at Parks & Recreation Office the next working day for verification.
  - c. Player eligibility will be determined by the athletic staff based on team rosters the following work day (exception tournament). If the protest is done during the tournament, then the tournament director will make a decision at the time of the protest (if the player doesn't have an ID, then they are not legal). Any team found with an illegal player shall forfeit that game. The Athletic office will determine further action against the illegal player and/or team. The player is ineligible to participate at all until a decision has been made by the Athletic office.
- 3. **International Tie-Breaker:** When the game is tied after time or 9 innings has expired, the International Tie-Breaker will go into effect. The last kicker to complete his/her turn to kick will start the inning on second base. This format will continue until a winner is determined.
  - a. If a team enters the International Tie-Breaker with "Ghost Outs" and a "Ghost Out" causes the last out in the inning before the tie breaker or during the tie breaker, then there will be no runner on second base for that team.
- 4. **Division & Tournament Winners:** Awards TBD – Will discuss at the Team Manager's Meeting – Wednesday, May 22<sup>nd</sup> at Veteran's Park Softball building. Men's meeting at 6:30 pm. Co-Ed meeting at 7:00 pm.
- 5. **The Divisional Tie-Breaker:** (1) Will be decided in order of divisional record and then by head to head. (2) If still tied, then the team that has given up the least amount of runs in the head to head competition will win the division. (3) If still tied, then the team that has scored the most runs in the head to head competition will win the division. (4) If still tied, then the team that has given up the least amount of runs in the division competition will win the division. (5) If still tied, then the team that has scored the most runs in the division competition will win the division. If teams are still tied, then the athletic staff will do a coin flip to determine division winner.
- 6. **Division Winners and Tournament Seeding** – The Tournament will not be seeded. Teams will be drawn randomly and placed into the brackets regardless of their records or standings.
- 7. **Website:** Daily Schedules, Rules, Rainout Information, and Standings can be found at our website [www.cstx.gov/sports](http://www.cstx.gov/sports).
- 8. **Rainout Information:** When playing conditions are questionable call the Athletic hotline at 764-3732 for the latest information. This recording is usually updated after 4:00pm. You can also check our website at [www.cstx.gov/sports](http://www.cstx.gov/sports) for field status.
  - a. Games that are rained out will be rescheduled for the first available day. You need to get your rainout reschedule by calling the recording at 764-3732 or the office at 764-3486 between 8:00 - 5:00 Monday through Friday. Games that are canceled while in progress will resume from the point of stoppage.

# **COLLEGE STATION ATHLETICS ADULT KICKBALL LEAGUE**

## **TOURNAMENT RULES & REGULATIONS**

- Tournament Format:** The league tournament will be a single elimination tournament played on each team's regular league night of play after the regular season is complete. The tournament will be seeded based on your team's finish in the regular season.
- Rules of Competition:** All league rules apply unless otherwise specified.
- Time Limit & Run Rule:** Game time is forfeit time. 50 minute time limit for all games. The run rule is 20 after 4 innings, and 15 after 5 innings.
- Tie Breaker:** The International tie-breaker is in effect the entire tournament.
- Home Team:** The higher seeded team shall be the home team.
- Protests:** All protests must comply with the 2031 T.A.A.F. rule book and our local rules and will be ruled on at the time by the Tournament Director or appointed representative.
- Cancellation of Games:** It is vitally important that you call the kickball recording on game day even if your team does not play. Your game may be affected anytime we have inclement weather during the Tournament. It is your responsibility to find out if your game has moved because of inclement weather. The kickball hotline number is 764-3732. If you have a problem getting through, call 764-3486 between 8:00 - 5:00 Monday through Friday.
- Player Eligibility:** All players will present a valid picture I.D. upon the request of a tournament official to determine his/her identity.
- Awards:** TBD

**We encourage questions, observations or comments about the league. We are here to serve you and if you have a problem with players, umpires or spectators, please bring it to our attention.**